

Qiang Xu

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RESEARCH INTERESTS

I am interested in mobile systems, edge computing, and computer networks. My current research focuses on understanding and improve the performance of edge-assisted AR systems.

EDUCATION

Purdue University

Ph.D. in Electrical and Computer Engineering

West Lafayette, USA

Aug. 2018 – Present

University of Science and Technology of China (USTC)

B.E. in Computer Science and Technology

Hefei, China

Aug. 2014 – Jun. 2018

RESEARCH EXPERIENCE

Purdue University

Graduate Research Assistant

Advisor: Prof. Y. Charlie Hu

West Lafayette, USA

Aug. 2018 – Present

Serving Concurrent Edge-Assisted AR Clients

- Designed an accuracy-aware framework that maximizes the capacity of a GPU server in serving edge-assisted AR clients.
- Proposed a lightweight AR task accuracy estimator for AR offloading.
- Supported 1.7x–6.9x more clients compared to various baselines while satisfying per-client accuracy drops thresholds.

Multitask Offloading in Edge-Assisted AR

- Designed an accuracy-centric multitask offloading framework that optimizes the overall accuracy of an AR app.
- Proposed a two-level control feedback loop design that allows for easily adding new AR tasks.
- Improved the overall task accuracy by on average 7.6%–14.3% over the best baseline.
- Paper accepted to MobiCom 2023.

Understanding Edge-Assisted AR Performance over 5G mmWave

- Implemented an edge-assisted object detection pipeline with state-of-the-art optimizations like local tracking.
- Emulated 5G mmWave and LTE uplink throughput and latency for AR performance measurement.

Understanding the Impact of Deep Parameters on Mobile App Energy Usage

- Surveyed 25 mobile app developers for their practices on deep parameters and energy optimization.
- Designed a framework that automatically identifies deep parameters in Android apps and measures their energy impacts.
- Systematically studied and categorized the energy impact of deep parameters in 16 Android apps.
- Paper accepted to SANER 2022.

Energy-Aware Adaptive Video Streaming on Mobile Devices

- Implemented a highly optimized simulator for the oracle adaptive bitrate schedule based on dynamic programming.
- Paper accepted to USENIX ATC 2021.

PUBLICATIONS

AROSE: An Accuracy-Aware Proactive Framework for Serving Concurrent Edge-Assisted AR Clients

Zhaoning Kong*, Qiang Xu*, and Y. Charlie Hu (* co-primary)

Under submission

AccuMO: Accuracy-Centric Multitask Offloading in Edge-Assisted Mobile Augmented Reality

Zhaoning Kong*, Qiang Xu*, and Y. Charlie Hu (* co-primary)

The 29th Annual International Conference on Mobile Computing and Networking (MobiCom 2023)

An In-Depth Study of Uplink Performance of 5G mmWave Networks

Moinak Ghoshal*, Zhaoning Kong*, Qiang Xu*, Zixiao Lu, Shivang Aggarwal, Imran Khan, Yuanjie Li, Y. Charlie Hu, and Dimitrios Koutsonikolas (* co-primary)

The 2nd ACM SIGCOMM Workshop on 5G and Beyond Network Measurements, Modeling, and Use Cases (5G-MeMU 2022)

Can 5G mmWave Support Multi-user AR Apps?

Moinak Ghoshal, Pranab Dash, Zhaoning Kong, **Qiang Xu**, Y. Charlie Hu, Dimitrios Koutsonikolas, and Yuanjie Li
Passive and Active Measurement Conference 2022 (**PAM 2022**)

An Empirical Study on the Impact of Deep Parameters on Mobile App Energy Usage

Qiang Xu, James C. Davis, Y. Charlie Hu, and Abhilash Jindal

The 29th IEEE International Conference on Software Analysis, Evolution and Reengineering (**SANER 2022**)

Do Larger (More Accurate) Deep Neural Network Models Help in Edge-assisted Augmented Reality?

Jiayi Meng, Zhaoning Kong, **Qiang Xu**, and Y. Charlie Hu

ACM SIGCOMM 2021 Workshop on Network-Application Integration (**NAI 2021**)

Proactive Energy-Aware Adaptive Video Streaming on Mobile Devices

Jiayi Meng, **Qiang Xu**, and Y. Charlie Hu

2021 USENIX Annual Technical Conference (**USENIX ATC 2021**)

AWARDS

Ross Fellowship, Purdue University

2018

Huawei Scholarship, USTC

2017

National Scholarship, USTC

2016

PROFESSIONAL SKILLS

Programming Python, C/C++, Java

Platforms Linux, Android, CUDA, Docker

Frameworks PyTorch, TensorFlow, Unity